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<u>L18</u> L17 and l11	2	<u>L18</u>
<u>L17</u> L16 and (display\$ or window\$ or wizard\$)near5 (similar\$ or concurrent\$)	15	<u>L17</u>
<u>L16</u> L15 and select\$	54	<u>L16</u>
<u>L15</u> L14 and (plural\$ or multipl\$) near5 input\$	54	<u>L15</u>
<u>L14</u> (creat\$ or generat\$ or mak\$ or develop\$ or implement\$) near5 wizard\$	334	<u>L14</u>
<u>L13</u> l1 and l11	143	<u>L13</u>
<u>L12</u> L11 and l2	4	<u>L12</u>
<u>L11</u> 717/100,101,102,105,106,109,113.ccls.	649	<u>L11</u>
<i>DB=TDBD; PLUR=YES; OP=ADJ</i>		
<u>L10</u> (creat\$ or generat\$ or mak\$ or develop\$ or implement\$) near4 ((wizard\$) or (software near4 tool\$)) and (plural\$ or multiple\$) near8 input\$ near8 display\$	0	<u>L10</u>
<i>DB=DWPI; PLUR=YES; OP=ADJ</i>		
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<u>L9</u>	(software near4 tool\$)) and (plural\$ or multiple\$) near8 input\$ near8 display\$ <i>DB=JPAB; PLUR=YES; OP=ADJ</i>	0	<u>L9</u>
<u>L8</u>	(creat\$ or generat\$ or mak\$ or develop\$ or implement\$) near4 ((wizard\$) or (software near4 tool\$)) and (plural\$ or multiple\$) near8 input\$ near8 display\$ <i>DB=EPAB; PLUR=YES; OP=ADJ</i>	0	<u>L8</u>
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<u>L6</u>	L5 and (concurrent\$ near4 input\$ near5 wizard)	0	<u>L6</u>
<u>L5</u>	(creat\$ or generat\$ or mak\$ or develop\$ or implement\$) near4 ((wizard\$) or (software near4 tool\$)) and (plural\$ or multiple\$) near8 input\$ near8 display\$ <i>DB=USPT; PLUR=YES; OP=ADJ</i>	55	<u>L5</u>
<u>L4</u>	l2 and input near4 (disply\$ or graphical\$ or window\$) near4 (same\$ or concurrent\$)	0	<u>L4</u>
<u>L3</u>	L1 and (plural\$ or multiple\$) near8 input\$ near8 display\$ near5 (concurrent\$ or same\$ or similar\$) near5 (display or window\$ or wizard\$ or graphical\$)	1	<u>L3</u>
<u>L2</u>	L1 and (plural\$ or multiple\$) near8 input\$ near8 display\$	42	<u>L2</u>
<u>L1</u>	(creat\$ or generat\$ or mak\$ or develop\$ or implement\$) near4 ((wizard\$) or (software near4 tool\$))	2669	<u>L1</u>

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21 [Paper session #2: Visually prototyping perceptual user interfaces through multimodal storyboarding](#)

Anoop K. Sinha, James A. Landay

November 2001 **Proceedings of the 2001 workshop on Percetive user interfaces**Full text available: pdf(902.77 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

We are applying our knowledge in designing informal prototyping tools for user interface design to create an interactive visual prototyping tool for perceptual user interfaces. Our tool allows a designer to quickly map out certain types of multimodal, cross-device user interface scenarios. These sketched designs form a multimodal storyboard that can then be executed, quickly testing the interaction and collecting feedback about refinements necessary for the design. By relying on visual prototypi ...

Keywords: design, informal prototyping, multimodal

22 [Automatic parsing for content analysis](#)

Frederick J. Damerau

June 1970 **Communications of the ACM**, Volume 13 Issue 6Full text available: pdf(4.07 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Although automatic syntactic and semantic analysis is not yet possible for all of an unrestricted natural language text, some applications, of which content analysis is one, do not have such a stringent coverage requirement. Preliminary studies show that the Harvard Syntactic Analyzer can produce correct and unambiguous identification of the subject and object of certain verbs for approximately half of the relevant occurrences. This provides a degree of coverage for content analysis variable ...

Keywords: content analysis, information retrieval, language analysis, natural language processing, parsing, syntactic analysis, text processing

23 [A graphical environment for the design of concurrent real-time systems](#)

L. E. Moser, Y. S. Ramakrishna, G. Kutty, P. M. Melliar-Smith, L. K. Dillon

January 1997 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 6 Issue 1Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)



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1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

 November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [Technical papers: software architecture: Advanced control flows for flexible graphical user interfaces: or, growing GUIs on trees or, bookmarking GUIs](#)

Paul T. Graunke, Shriram Krishnamurthi

 May 2002 **Proceedings of the 24th international conference on Software engineering**

Full text available: pdf(1.30 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Web and GUI programs represent two extremely common and popular modes of human-computer interaction. Many GUI programs share the Web's notion of *browsing* through data- and decision-trees. This paper compares the user's browsing power in the two cases and illustrates that many GUI programs fall short of the Web's power to clone windows and bookmark applications. It identifies a key implementation problem that GUI programs must overcome to provide this power. It then describes a theoretical ...

3 [Supporting concurrency, communication, and synchronization in human-computer interaction—the Sassafras UIMS](#)

Ralph D. Hill

 July 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 3

Full text available: pdf(2.44 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Sassafras is a prototype User Interface Management System (UIMS) specifically designed to support a wide range of user interface styles. In particular, it supports the implementation of user interfaces where the user is free to manipulate multiple input devices and perform several (possibly related) tasks concurrently. These interfaces can be compactly represented